

ABSTRACT OF THE DISCLOSURE

A location-based game system for players over a wide region that uses location information transmitted from their wireless devices to a wide area computer network. Information from the wide area computer network can be downloaded to other players to determine the physical location of the players participating in the game. The location-based game system includes a location-based game software program preferably loaded into the memory of a central computer coupled to the wide area computer network that control the game and monitors the action and location of the players. During the game, data from each wireless device is uploaded to a player databank on the central computer. In one embodiment, each player wears a laser beam activated sensor at which their opponents shoot. Each sensor is coupled to a wireless device that uploads the number of "hits" recorded by the sensor to the wide area computer network. A central computer records the number of hits recorded by the sensor. In other embodiments, the location-based software game is loaded into the memory of the wireless device. In both embodiments, other players or authorized viewers are able to log onto the central computer to review the game status information that may include the user's location information in his or her database.